Assessment Requirements for ICTGAM418 Use simple modelling for animation

Release: 1

Assessment Requirements for ICTGAM418 Use simple modelling for animation

Modification History

Release	Comments
Release 1	This version first released with ICT Information and Communications Technology Training Package Version 1.0.

Performance Evidence

Evidence of the ability to:

- create digital animated sequences of a model that:
    - demonstrates the principles of simple model animation, basic screen, visual design and communication
    - meets the technical requirements of specific platforms
    - satisfies the design brief and client requirements
    - meets the production deadlines.

Note: If a specific volume or frequency is not stated, then evidence must be provided at least once.

Knowledge Evidence

To complete the unit requirements safely and effectively, the individual must:

- outline basic digital animation techniques
- outline the principles of animation, screen, visual design and communication in relation to the production of animated sequences
- describe the features of a range of delivery platforms for animated sequences
- discuss the issues and challenges that arise in the context of creating models for digital animations
- outline the stages in the production process from initial design through to finished product
- outline the roles and responsibilities of project team members.

Assessment Conditions

conditions that are safe and replicate the workplace. Noise levels, production flow, interruptions and time variances must be typical of those experienced in the game development field of work, and include access to:

- appropriate computer hardware, software and games engines
- file storage
- design specifications and production documentation.

Assessors must satisfy NVR/AQTF assessor requirements.

Links

Companion Volume implementation guides are found in VETNet - https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=a53af4e4-b400-484e-b778-71c9e9d6aff2